

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of the claims in the application:

Listing of Claims:

1. (Currently Amended) A non-statistical, intuitive method for training individuals to have more effective relationships, the method comprising the steps of:

an associated instructor providing at least two allegories, the allegories designed to make an intuitive point about interpersonal relationships, wherein the allegories are represented by at least one symbol, wherein the at least one symbol is representative of an archetype;

the associated instructor asking a series of questions to an associated audience;

the associated instructor receiving answers to the series of questions;

the associated instructor choosing a first allegory based upon the answers to the series of questions;

relating the first allegory to the associated audience, continuing to ask questions during the relating of the first allegory;

allowing comments and questions from the audience during relating of the first allegory;

choosing at least a second allegory based upon the answers to the series of questions and the comments from the audience during the relating of the first allegory, wherein the at least a second allegory is intuitively interrelated with the first allegory, wherein the second allegory is an intuitive progression from the first allegory;

allowing comments and questions from the audience during the relating of the at least a second allegory;

intuitively interrelating the allegories based upon the answers, the questions from the audience during relating of the first allegory, the comments from the audience during relating of the first allegory, the questions from the audience during relating of the second allegory, and the

comments from the audience during relating of the second allegory, such that the second allegory builds on the first allegory and the comments and questions from the first allegory; and,

utilizing the allegories and their interrelation to intuitively progress from one idea to a final conclusion, wherein the allegories, utilizing archetypes, motivate the audience to action.

2. (Currently Amended) A non-statistical, intuitive, empirical method for training employees to develop better interpersonal skills, the method comprising the steps of:

providing a collection of allegories, each of the allegories having a message relating to interpersonal relationships, wherein the allegories are represented by at least one symbol;

an associated instructor providing at least one assumption;

the associated instructor asking a series of questions of an associated audience, the questions designed to determine the starting point of the method;

receiving answers to the series of questions;

relating the at least one assumption to the associated audience, the amount of time spent discussing the at least one assumption dependent upon the answers to the series of questions;

choosing a first allegory from the collection of allegories based upon the answers to the series of questions and the at least one assumption;

relating the first allegory to the associated audience;

allowing questions and comments from the associated audience during the relating of the first allegory;

determining the amount of time spent relating the allegory by the questions and the comments from the associated audience during the relating of the first allegory;

choosing a second allegory based upon the answers to the series of questions and the comments from the audience during the relating of the first allegory, wherein the at least a second allegory is intuitively interrelated with the first allegory, wherein the second allegory is an intuitive progression from the first allegory;

allowing comments and questions from the audience during the relating of the second allegory;

intuitively interrelating the allegories based upon the answers and the comments during the relating of the first and second allegories, such that the second allegory builds on the first allegory and the comments and questions from the first allegory;

choosing at least a third allegory based upon the answers to the series of questions and the comments from the audience during the relating of the first and second allegories, wherein the at least a third allegory is interrelated with the first allegory and the second allegory, wherein the third allegory is an intuitive progression from the first allegory and the second allegory;

allowing comments from the audience during the relating of the at least a third allegory;

intuitively interrelating the allegories based upon the answers and the comments during the relating of at least two of the three allegories, such that the third allegory builds on the first allegory and the second allegory and the comments and questions from the first allegory and the second allegory;

utilizing the allegories to progress from a first idea to at least an incrementally different second idea; and,

utilizing the allegories and their interrelation to progress from the first idea to a final idea, wherein the allegories, utilizing archetypes, motivate the audience to action.

3. (Canceled)

4. (Currently Amended) The method of claim 2, wherein the method further comprises the steps of:

choosing at least a final allegory based upon the answers to the series of questions and the comments from the audience during the relating of all previous allegories, wherein the final allegory is interrelated with the previous allegories, wherein the final allegory is an intuitive progression from the previous allegories;

allowing comments from the audience during the relating of the final allegory;

intuitively interrelating all of the allegories based upon the answers and the comments during the relating of all of the allegories, such that the final allegory builds on the previous allegories and the comments and questions from the previous allegories; and,

utilizing all of the allegories and their interrelation to progress from one idea to the final idea, wherein the difference between the point of the final allegory and the point of the first allegory is larger than the difference between the point of the first allegory and the point of the second allegory.

5. (Previously Presented) The method of claim 4, wherein the method further comprises the step of:

selecting a final idea to be reached prior to selecting the first allegory, wherein the at least one symbol is representative of an archetype.

6. (Original) The method of claim 5, wherein the allegories are presented via an electronic medium.

7. (Currently Amended) A computer readable medium containing instructions for controlling a computer system to perform a method, the method comprising:

providing a database of allegories, each of the allegories having a message relating to interpersonal relationships, wherein the allegories are represented by at least one symbol, wherein the at least one symbol is representative of an archetype;

an associated instructor providing at least one assumption;

asking a series of questions of an associated audience, the questions designed to determine the starting point of the method;

receiving answers to the series of questions;

relating the at least one assumption to the associated audience, the amount of time spent discussing the at least one assumption dependent upon the answers to the series of questions;

choosing a first allegory from the database of allegories based upon the answers to the series of questions and the at least one assumption;

relating the first allegory to the associated audience;

allowing questions and comments from the associated audience during the relating of the first allegory;

determining the amount of time spent relating the allegory by the questions and the comments from the associated audience during the relating of the first allegory;

choosing a second allegory based upon the answers to the series of questions and the comments from the audience during the relating of the first allegory, wherein the at least a second allegory is intuitively interrelated with the first allegory, wherein the second allegory is an intuitive progression from the first allegory;

allowing comments and questions from the audience during the relating of the second allegory;

intuitively interrelating the allegories based upon the answers and the comments during the relating of the first and second allegories, such that the second allegory builds on the first allegory and the comments and questions from the first allegory;

choosing at least a third allegory based upon the answers to the series of questions and the comments from the audience during the relating of the first and second allegories, wherein the at least a third allegory is intuitively interrelated with the first allegory and the second allegory, wherein the third allegory is an intuitive progression from the first allegory and the second allegory;

allowing comments from the audience during the relating of the at least a third allegory;

intuitively interrelating the allegories based upon the answers and the comments during the relating of at least two of the three allegories, such that the third allegory builds on the first allegory and the second allegory and the comments and questions from the first allegory and the second allegory;

utilizing the allegories to progress from a first idea to at least an incrementally different second idea; and,

utilizing the allegories and their interrelation to progress from the first idea to a final idea, wherein the allegories, utilizing archetypes, motivate the audience to action.

8. (Canceled)

9. (Currently Amended) The computer readable medium of claim 7, wherein the method further comprises the steps of:

choosing at least a final allegory based upon the answers to the series of questions and the comments from the audience during the relating of all previous allegories, wherein the final allegory is intuitively interrelated with the previous allegories, wherein the final allegory is an intuitive progression from the previous allegories;

allowing comments from the audience during the relating of the final allegory;

intuitively interrelating all of the allegories based upon the answers and the comments during the relating of all of the allegories, such that the final allegory builds on the previous allegories and the comments and questions from the previous allegories; and,

utilizing all of the allegories and their interrelation to progress from one idea to the final idea, wherein the difference between the point of the final allegory and the point of the first allegory is larger than the difference between the point of the first allegory and the point of the second allegory.

10. (Previously Presented) The computer readable medium of claim 9, wherein the method further comprises the step of:

selecting a final idea to be reached prior to selecting the first allegory, wherein the at least one symbol is representative of an archetype.

11. (Original) The computer readable medium of claim 10, wherein the allegories are presented via an electronic medium.

12. (Previously Presented) The method of claim 1, wherein the method further comprises the step of:

an associated instructor providing multiple assumptions, the assumptions chosen from the group comprising: 1) emotions are more powerful than thoughts and consequently more influential; 2) people are more influenced, motivated, and inspired by things they like than things they understand; 3) intuition is a collection of feelings or emotions about something ; 4) intuition about something is more comprehensive than knowledge of the same thing; 5) people will feel things before they are conscious of those feelings; 6) people will consciously feel something before they can form those feelings into thoughts; 7) personal observations are more influential than second and third party comments; 8) many times people are not aware of the things influencing them; 9) even though people are aware of something, it can influence them without their knowledge; 10) people aware of an influence may incorrectly attribute it to something else if at all; 11) people's likes influence them despite the absence of reasons for liking or influence; 12) imaginary things can influence people; 13) placing things in groups alters the influence that each thing delivered individually; 14) groups of things influence people despite the absence of a rational connection among the things; 15) rearranging a group of things will cause the same group to exert a different influence; 16) people are born with varying emotional capabilities and thus varying intuitive capabilities too; 17) people can develop their intuition as they can develop their minds and muscles; 18) intuition, as with minds and muscles, atrophy with disuse; 19) symbols and archetypes can encourage certain feelings and intuitions; 20) one can establish a method to influence people using things they like and have empirically observed even though these things are unsupported or determined unrealistic by the scientific method or second and third parties.

13. (Previously Presented) The method of claim 2, wherein the at least one assumption is chosen from the group comprising: 1) emotions are more powerful than thoughts and consequently more influential; 2) people are more influenced, motivated, and inspired by things they like than things they understand; 3) intuition is a collection of feelings or emotions

about something ; 4) intuition about something is more comprehensive than knowledge of the same thing; 5) people will feel things before they are conscious of those feelings; 6) people will consciously feel something before they can form those feelings into thoughts; 7) personal observations are more influential than second and third party comments; 8) many times people are not aware of the things influencing them; 9) even though people are aware of something, it can influence them without their knowledge; 10) people aware of an influence may incorrectly attribute it to something else if at all; 11) people's likes influence them despite the absence of reasons for liking or influence; 12) imaginary things can influence people; 13) placing things in groups alters the influence that each thing delivered individually; 14) groups of things influence people despite the absence of a rational connection among the things; 15) rearranging a group of things will cause the same group to exert a different influence; 16) people are born with varying emotional capabilities and thus varying intuitive capabilities too; 17) people can develop their intuition as they can develop their minds and muscles; 18) intuition, as with minds and muscles, atrophy with disuse; 19) symbols and archetypes can encourage certain feelings and intuitions; 20) one can establish a method to influence people using things they like and have empirically observed even though these things are unsupported or determined unrealistic by the scientific method or second and third parties.

14. (Canceled)

15. (Previously Presented) The computer readable medium of claim 7, wherein the at least one assumption is chosen from the group comprising: 1) emotions are more powerful than thoughts and consequently more influential; 2) people are more influenced, motivated, and inspired by things they like than things they understand; 3) intuition is a collection of feelings or emotions about something ; 4) intuition about something is more comprehensive than knowledge of the same thing; 5) people will feel things before they are conscious of those feelings; 6) people will consciously feel something before they can form those feelings into thoughts; 7) personal observations are more influential than second and third party comments; 8) many times people

are not aware of the things influencing them; 9) even though people are aware of something, it can influence them without their knowledge; 10) people aware of an influence may incorrectly attribute it to something else if at all; 11) people's likes influence them despite the absence of reasons for liking or influence; 12) imaginary things can influence people; 13) placing things in groups alters the influence that each thing delivered individually; 14) groups of things influence people despite the absence of a rational connection among the things; 15) rearranging a group of things will cause the same group to exert a different influence; 16) people are born with varying emotional capabilities and thus varying intuitive capabilities too; 17) people can develop their intuition as they can develop their minds and muscles; 18) intuition, as with minds and muscles, atrophy with disuse; 19) symbols and archetypes can encourage certain feelings and intuitions; 20) one can establish a method to influence people using things they like and have empirically observed even though these things are unsupported or determined unrealistic by the scientific method or second and third parties.

16. (Canceled)

17. (Previously Presented) The method of claim 1, wherein the questions do not have demonstratively right or wrong answers.

18. (Previously Presented) The method of claim 2, wherein the questions do not have demonstratively right or wrong answers.

19. (Previously Presented) The method of claim 17, wherein the questions, answers, and comments occur in real time.

20. (Previously Presented) The method of claim 18, wherein the questions, answers, and comments occur in real time.